

GAME BOY ADVANCE

AGB-ASYE-USA



INSTRUCTION BOOKLET



UNIVERSAL  
INTERACTIVE STUDIOS

[www.universalinteractive.com](http://www.universalinteractive.com)



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

S7125515

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**





# SPYRO: SEASON OF ICE™

## Table of Contents

Getting Started	5	Friends of Spyro	14
Controls	6	Spyro's Moves	16
Spyro The Dragon	7	Spyro's Health	17
Sparx the Dragonfly	7	Fodder	18
The Season Of Ice	8	The Atlas	18
Saving the Fairies	9	The Pause Menu	19
Worlds, Realms and Portals	10	Saving and Loading Game	19
Gems	11	Like the Game So Far...?	20
Speedways	12	Credits	21
Sparx Rounds	13		

Spyro: Season of Ice™ interactive game © 2001 Universal Interactive Studios, Inc. Spyro the Dragon and related characters are trademarks of Universal Interactive Studios, Inc. All Rights Reserved.

## Getting Started



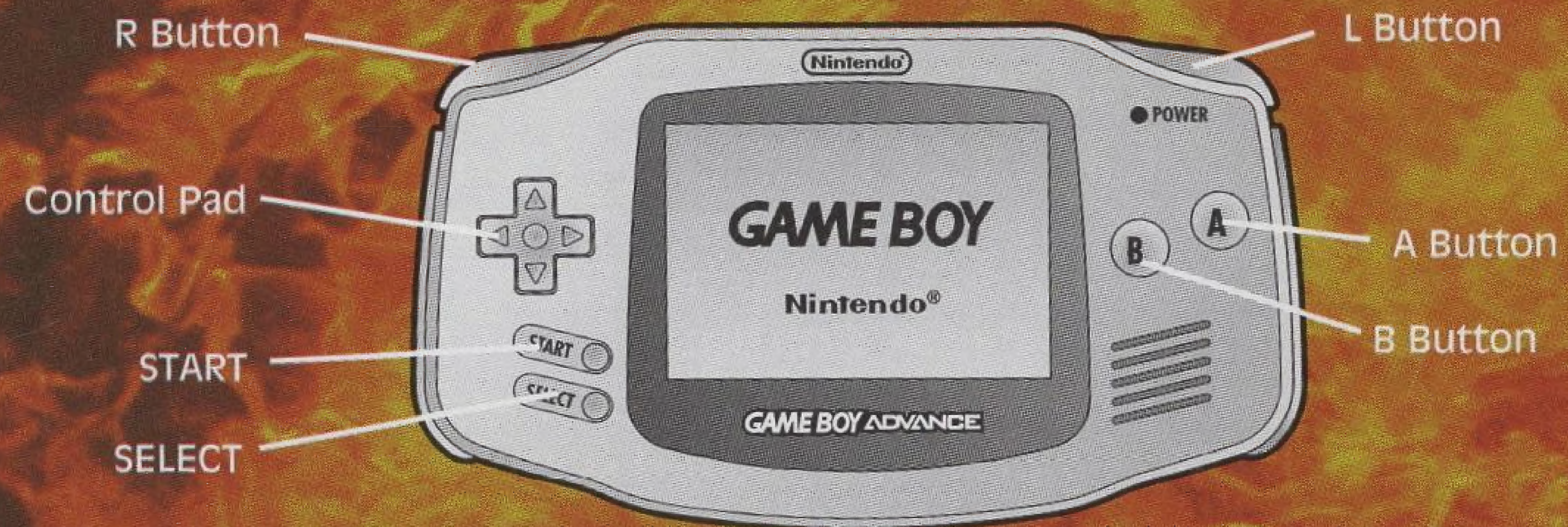
Insert the *Spyro: Season of Ice™* Game Pak in the Game Boy® Advance and turn the system on. Press **START** on the Title Screen to begin the game. Once the main menu has appeared you will have four choices—New Game, Continue Game, Options and Dragonfly X. Select New Game to begin playing *Spyro: Season of Ice™*. If you have a previously saved game, choose Continue Game. Choose Options to adjust music and sound effects as well as view the game credits. Dragonfly X is locked, but you never know what will happen once you save all the fairies and collect all the gems!





# Controls

## Menu Controls



Start Game/Pause/Return to Game  
Highlight menu selection

Confirm selection  
Return to previous

START  
Control Pad:  
Up ▲ Down ▼  
Left ◀ Right ▶  
A Button  
B Button

# Game Controls

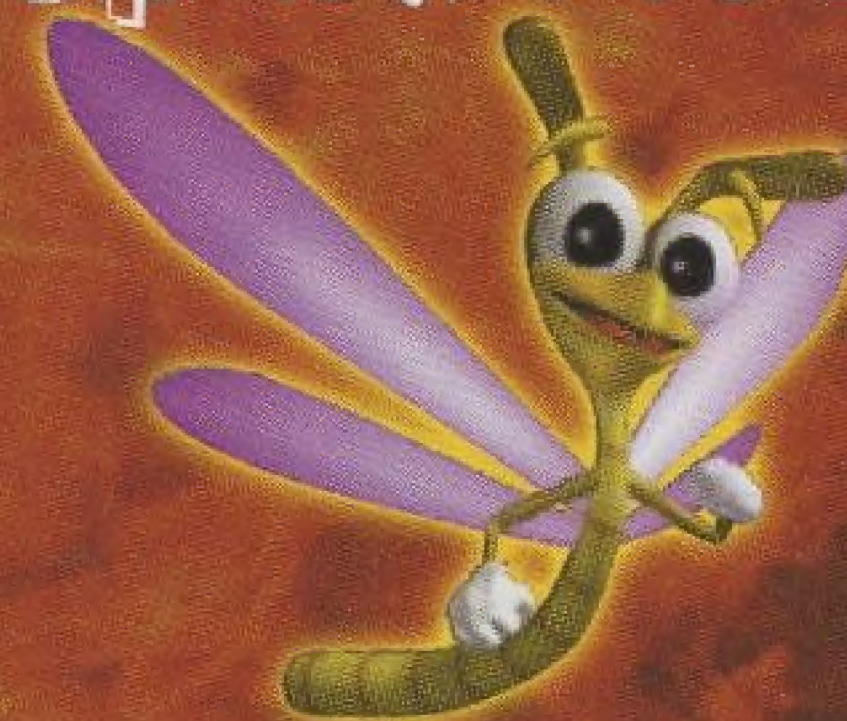
## Spyro The Dragon



Move  
Flame  
Jump  
Glide  
Glide, hover and land  
Charge/Ram attack  
Look around  
Select  
Start

Control Pad  
B Button  
A Button  
A Button (twice)  
A Button three times)  
R Button while on the ground  
L Button while on the ground + Control Pad  
Pauses the game and brings up the Atlas  
Pauses the game and brings up the  
Pause Menu

## Sparx the Dragonfly



Move  
Fire  
Charge  
Use Powerup Shot  
Slide sideways

Control Pad  
B Button  
A Button  
L Button  
R Button (hold) + Control Pad

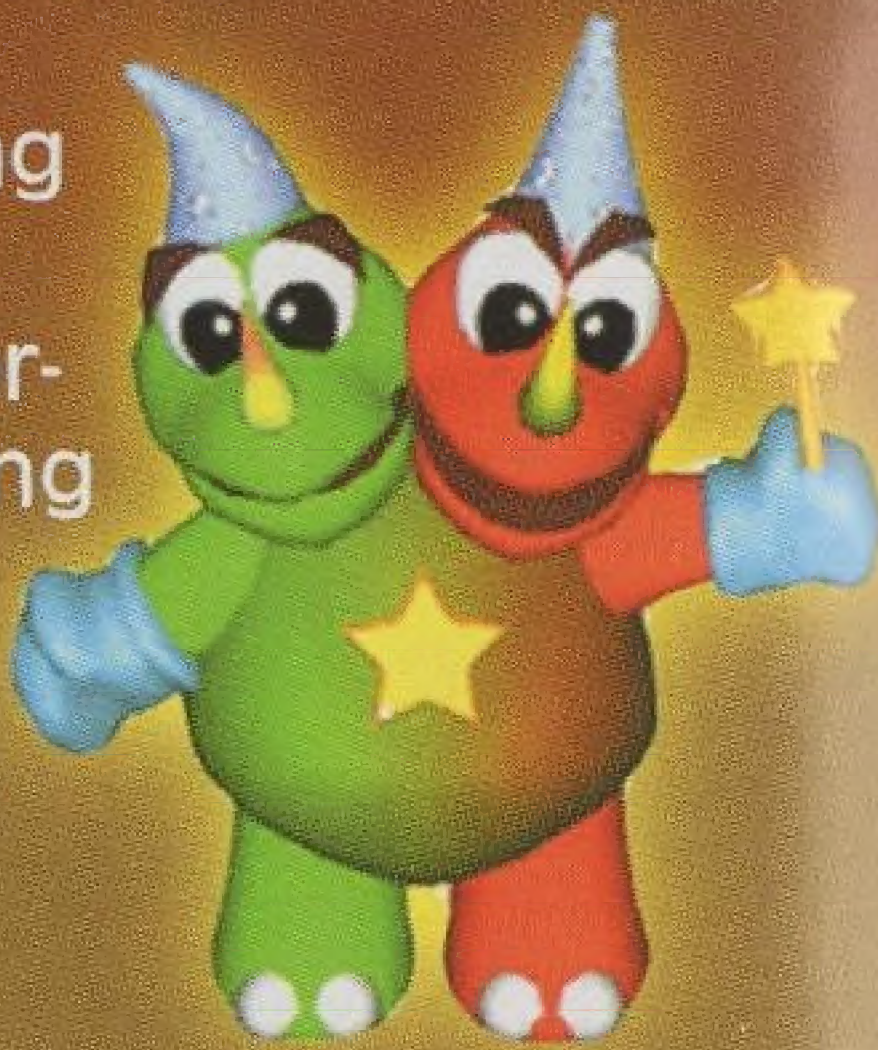


# THE SEASON OF ICE



After the defeat of the Sorceress, many of her old Rhynoc minions were left out of work or had to take less-than-ideal day jobs. None more so than Grendor, the Rhynoc librarian at the Grand Central Dragon Realms library. A small, meek figure, Grendor never made the cut into the Rhynoc army and desperately longed for a career change.

One day, Bianca spent a few hours in the library researching ideal vacation spots for a trip she was planning for Spyro, Hunter and herself. With all the travel books, Bianca mistakenly left the Sorceress' Spell book behind. Finding the book, Grendor was inspired by an ingenious plan. Flipping through the pages, he found himself a transformation spell to change his meager frame into a towering mass of muscle and brainpower! Wasting no more time, he read the spell aloud; too hasty even to notice the book was turned upside down. Grendor wound up



with bulk and brainpower all right, but in the form of two heads, and a migraine in both of his thick skulls. Frantically Grendor searched for some way out of his terrible predicament, finding only one antidote listed in the appendix...the wings of 100 magical fairies. Grendor captures Zoe and casts a magical spell, freezing the fairies in place throughout all the Fairy Realms.



Using her last bit of magic, Zoe the fairy sends a frantic message to the only one who can help them...

## Saving the Fairies

The fairies were frozen wherever they were—right on the spot, so they are scattered throughout the Fairy Realms. Spyro must find all the frozen crystals encasing the fairies and melt them with his fire breath.





# Home Worlds, Realms and Portals

Spyro begins his quest in the Seasonal Home World of the Fairy Realms. From here, Spyro will be able to access the other worlds in the Realms through Portals. Some areas will only open after a certain number of Fairies have been rescued.



## Portals

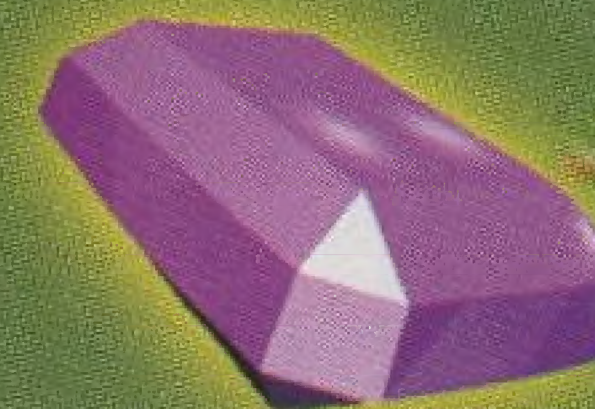
Entering a Portal will transport Spyro to a world where he will meet creatures troubled, bothered and annoyed by the invading Rhynocs. Helping these creatures will make an exit Portal appear, allowing Spyro to return to the Home World. To enter a Portal, just walk or fly into it. Spyro will instantly transport to another realm.

## Gems

And then there are always gems to collect. You'll want to gather as many gems as you can carry. Sometimes they are hidden in baskets or vases or a variety of different containers. Charge into or flame those containers to obtain the gems. Moneybags seems to be everywhere these days and his rates are always going up. Collect all the gems you can to afford his special services. To see how many gems you have, press START. Your gem count displays at the top of the screen.



To see how many gems there are in the realm, open the Pause screen (press START) and look at the Atlas. Near the Gem Icon, you'll see the number of gems collected and the total number of gems in that realm.





## Speedways

Speedway realms can be found in the Seasonal Home Worlds. Spyro must speed through the course collecting gems, knocking down enemies, and dodging obstacles within a given time limit. Once he makes it through the Speedway the first time, a second harder trial is opened up. Are you up for the challenge?



## Sparx Rounds

Sparx has always helped Spyro along the way, but some of the fairies are hidden so well that even Spyro might not be able to get to them. Here Sparx must venture out on his own in order to save the fairies. In these levels, Sparx must battle his way through a vast array of insects and collect keys to progress through the maze of bushes.





# Friends of Spyro

## Hunter

Besides Sparx, Hunter is Spyro's constant companion and personal trainer, though his new romance with Bianca has made him later than ever. Hunter is always around for some on-the-job training if Spyro needs it.



## Zoe

An Autumn Fairy, Zoe has always been there to save Spyro's adventures. Now she needs Spyro's help to save her and the other fairies.



## Bianca

The former disciple of the Sorceress, Bianca is now part of the Spyro gang. Her knowledge of spells will help Spyro in his adventure.



## Grendor

The former Forgotten Realms librarian has gone mad with the pain in his two heads. Though he's heard accounts of Spyro's prowess from his Rhynoc minions, no over-hyped purple dragon is going to stop him.



## Moneybags

A self-made bear and entrepreneur, this penny-pinching ursus arctos has made his fortune on being at the right place at the right time, namely in Spyro's way. For a "reasonable" fee, Moneybags might help you on your adventure.





# Spyro's Moves

## Flame Attack

The main weapon of every dragon, Spyro's flame attack can be used to scorch enemies, char baskets to find gems and melt the ice holding the fairies.



## Charge/Ram Attack



By pressing the R Button, Spyro will lower his horns and charge. His charge attack is especially useful against fire-proof metal and breaking containers to reveal gems.

## Glide

Spyro's wings allow him to glide. Pressing the A Button at the height of Spyro's jump will send him gliding in the direction he's facing.



## Hover



Sometimes the glide isn't enough and Spyro needs just a little more height to reach his goal. Pressing the A Button again at the end of the glide will cause Spyro to hover.

# Spyro's Health

Thanks to Sparx, Spyro can sustain more damage than on his own. Sparx acts as Spyro's health meter. Spyro begins the game with four hit points and four lives. You can be attacked four times before you lose a life. Each time you're attacked, you lose one hit point. Sparx takes care of Spyro's hit points so every time you're attacked—Sparx changes colors. If Sparx loses all his hit points, Spyro is on his own!



## Sparx Colors

No Hits

After 1 hit

After 2 hits

After 3 hits

Yellow

Blue

Green

GONE!

Full Health

Getting Shaky

Going...Going...



## Fodder



You can keep Sparx nourished with a healthy diet of butterflies. Those cute little bunnies and sheep wandering the Realms are fodder for dragonfly snacks! Flame or charge them to release a butterfly which will restore Sparx's health by one point. Sometimes, you may be able to find a full-life butterfly, which gives Spyro an extra life.

## The Atlas



The Fairy Realms are vast and Spyro could easily miss a frozen fairy. By pressing SELECT, you can access the Atlas where you can keep track of many important details, such as:

Your current fairy and gem count or see how many are left to find. See the worlds you have visited and those which you have yet to explore. Turn the page by pressing the Control Pad left, right, or up, down to scroll. Check the completion percentage for the worlds you have visited. The Atlas can also be accessed through the pause menu.

## The Pause Menu

From the Pause screen you can:

Continue the game

Save the game

Open the Atlas

See how many gems and fairies you have collected so far.

Open the Options menu

Make Sound Adjustments

View the Credits

## Saving and Loading Game Data

Leaving a world will automatically save your game.

You can also save game data on the Options screen of the Pause Menu. Press START to pause the game. Select OPTIONS SAVE GAME and press the A Button. Your progress will be automatically saved.

To load a saved game, choose Continue Game from the Main Menu screen. You will begin your game from the last fairy home where you saved. Or you can erase a saved game and start over.



## Like the Game So Far...

Then log onto [www.spyrothedragon.com](http://www.spyrothedragon.com) now and check out some cool things that Spyro and his friends are up to, including:

Screenshots  
Browser Skins  
Screensavers  
AND TONS MORE!!!

Downloads  
Tips and Tricks

### Customer Support

Universal Interactive Technical Support can be reached in the following ways:

#### Technical Support

Phone: (Toll-Free) (866) 582-7063 (U.S./Canada only)  
or (310) 649-8016 (outside U.S./Canada)

Fax: (310) 258-0755

World Wide Web: <http://www.education.com/support>

#### Customer Service (8 a.m.–5 p.m. PST Monday–Friday)

Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only)  
or (310) 649-8006 (outside U.S./Canada)

Mail: Vivendi Universal Interactive  
4247 S. Minnewawa Ave., Fresno, CA 93725

## Credits

### Digital Eclipse Software, Inc.

Lead Programmer  
Craig Stewart

Lead Background  
Artist  
Luc Verhulst

Lead Animator  
Andy Chiu

Project Manager  
Lars Bakken

Game  
Designed By  
Universal Interactive  
Studios  
Digital Eclipse  
Software, Inc.

Additional Game  
Design By  
Ryan Slemko

Programmers  
Dale Van Mol  
Pierre Tardif  
Darren Schebek  
Adam Rippon

Tools  
Programmers  
Philip Freitas  
Tim Glasser

Artists  
Anna Fong  
Ryan Slemko  
Chris Harvey

Production  
Bill Schmidt  
Steven Kovensky  
Dan Young  
Bill Baffy  
Dean Sitton

Sound Design and  
Production  
Robert Baffy

Additional Music  
Ed Cosico

Senior Producer  
Renée Johnson

Creative Director  
Mike Mika

Art Director  
Boyd Burggrabe

Production  
Manager  
Chris Charla

Executive  
Producers  
Andrew Ayre  
Jeff Vavasour

#### Special Thanks

Ryan Thom  
Cathryn Mataga  
Stuart Knowles  
Claude Comair  
Lucy Browne  
Kristen Mullin  
Alice Adams  
Mat Terwilligger  
Stephen Makonin  
André DeRuyck  
Clara DeRuyck  
Lucy Van Mol  
Francois Laberge  
Gretchen Fruhwirth  
Rookie Skateboards  
The people who  
make restaurant  
napkins.



## Produced and Published by Universal Interactive Studios

**Creative  
Director/Producer**  
Ricci Rukavina

**Associate Producer**  
Melissa Miller

**Production  
Assistant**  
Sean Mountain

**VP Production**  
Vijay Lakshman

**Sr. Product  
Manager**  
Craig Howe

**Associate Product  
Manager**  
Marcus Savino

**Marketing  
Coordinator**  
Jason Covey

**VP Global  
Marketing**  
Torrie Dorrell

**VP Operations**  
Suzan Rude

**Sr. Manager of PR**  
Alex Skillman

**Promotions  
Director**  
Chandra Hill

**Creative Supervisor**  
Michael Sequeira

**Interns**  
Noel Gallen

**President**  
Jim Wilson

**European Product  
Manager**  
Laurent Caffy

**Asia/Pacific  
Product Manager**  
Mark Warburton

**VU Creative**  
Kristy Cheng  
Kathy Carter  
Cathy Weiss

**Booklet Design**  
Lauren Azeltine

**Packaging Design**  
Axiom Design

**Original Spyro  
Sounds by**

Jackie Evanochick  
Mike Collom  
Ron Horowitz  
Bryan Watkins

**Special Thanks**  
Ted Price and every-  
one at Insomniac  
Games, Philippe  
Erwin, Jason Record,  
Grace Baca, Scott  
Johnson, John Foster,  
Tammy Schachter,  
Absinthe Pictures,  
Sean Krankel, Daniel  
Suarez, Charles Yam,  
Marcus Sanford,  
Nick Torchia, Bender  
Helper Impact,  
Kovel/Fuller.

## LICENSE AGREEMENT

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Universal Interactive Studios, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

### END USER LICENSE AGREEMENT

- Limited Use License.** Universal Interactive Studios, Inc. ("UIS") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo Gameboy Color game system.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UIS or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UIS licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.** A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UIS.



B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UIS; or exploit the Program or any of its parts for any commercial purpose.

4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. UIS may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. **Limited Warranty.** UIS EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UIS warrants the cartridge(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UIS' sole liability in the event of a defective disk shall be to give You a replacement cartridge. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. **Limitation of Liability.** NEITHER UIS, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. **Equitable Remedies.** You hereby agree that UIS would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UIS shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UIS may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

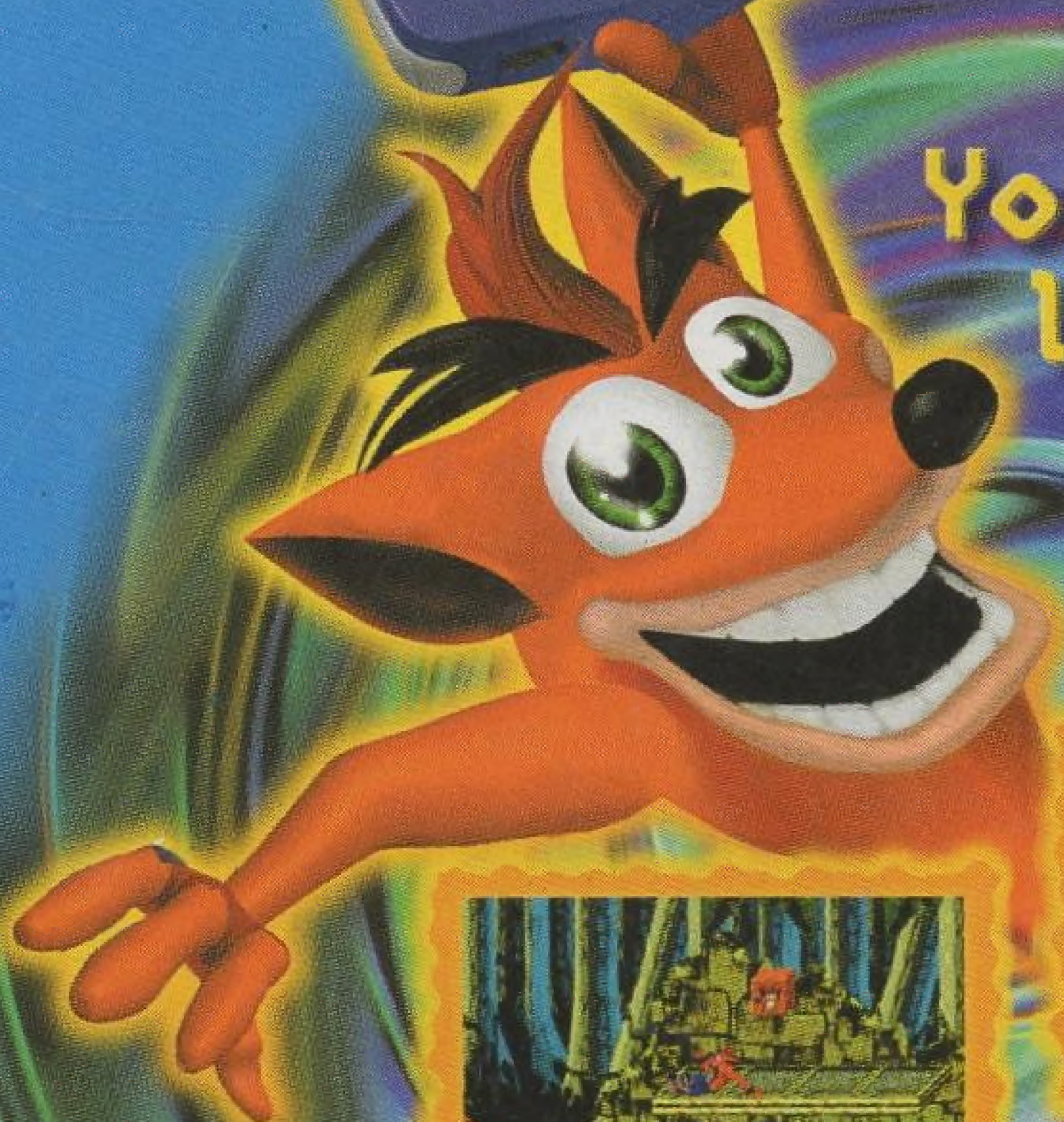
Mail: Vivendi Universal Interactive  
attn: Warranty Processing  
4247 S. Minnewawa Ave., Fresno, CA 93725





# CRASH BANDICOOT™

Your Favorite Marsupial  
Is Coming To  
Game Boy® Advance



Spyro: Season of Ice interactive game, Spyro the Dragon, Crash Bandicoot and related characters " & " 2001 Universal Interactive Studios, Inc. All rights reserved. 7125610

LICENSED BY NINTENDO.  
NINTENDO, GAME BOY, AND GAME BOY  
ADVANCE ARE TRADEMARKS OF NINTENDO.  
©2001 NINTENDO.  
PRINTED IN JAPAN